

## Kerbal Space Program - Bug #24420

### Strategies count Science twice toward cap limit.

11/24/2019 09:28 PM - jjansen

<b>Status:</b>	New	<b>Start date:</b>	11/24/2019
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.8.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

#### Description

This has actually been going on for at least nearly two years:

[https://www.reddit.com/r/KerbalSpaceProgram/comments/7y53dl/admin\\_building\\_bug\\_can\\_anyone\\_confirm\\_this/](https://www.reddit.com/r/KerbalSpaceProgram/comments/7y53dl/admin_building_bug_can_anyone_confirm_this/)

When you're selecting a strategy that takes a percentage of Science field work AND Science contract rewards, the game counts them as a percentage of total science, adding them together. One strategy (with field and contract components) at 40% will count as 80% commitment. At 50%, it counts as 100%.

This means that strategies that ask for 50% of Field and Contract science (like Patents Licensing and Open-Source Tech Program) are consequentially mutually exclusive from 50-100%.

#### History

##### #2 - 12/04/2022 07:50 PM - MisterDoctor

Just discovered this. Was hoping to use "Open-Source Tech Program" and "Patents Licensing" both at 50%, but with one at 50%, the other will not go even at 1%, saying the total share exceeds 100% which it should not. This is pretty annoying since science becomes useless after the tech tree is completed, and with this bug you cannot put 100% of it to use towards money or reputation either.

#### Files

screenshot931.png	1.6 MB	11/24/2019	jjansen
oldstrategybug.jpg	131 KB	11/24/2019	jjansen